

**Choose a theme:**

Science

Health

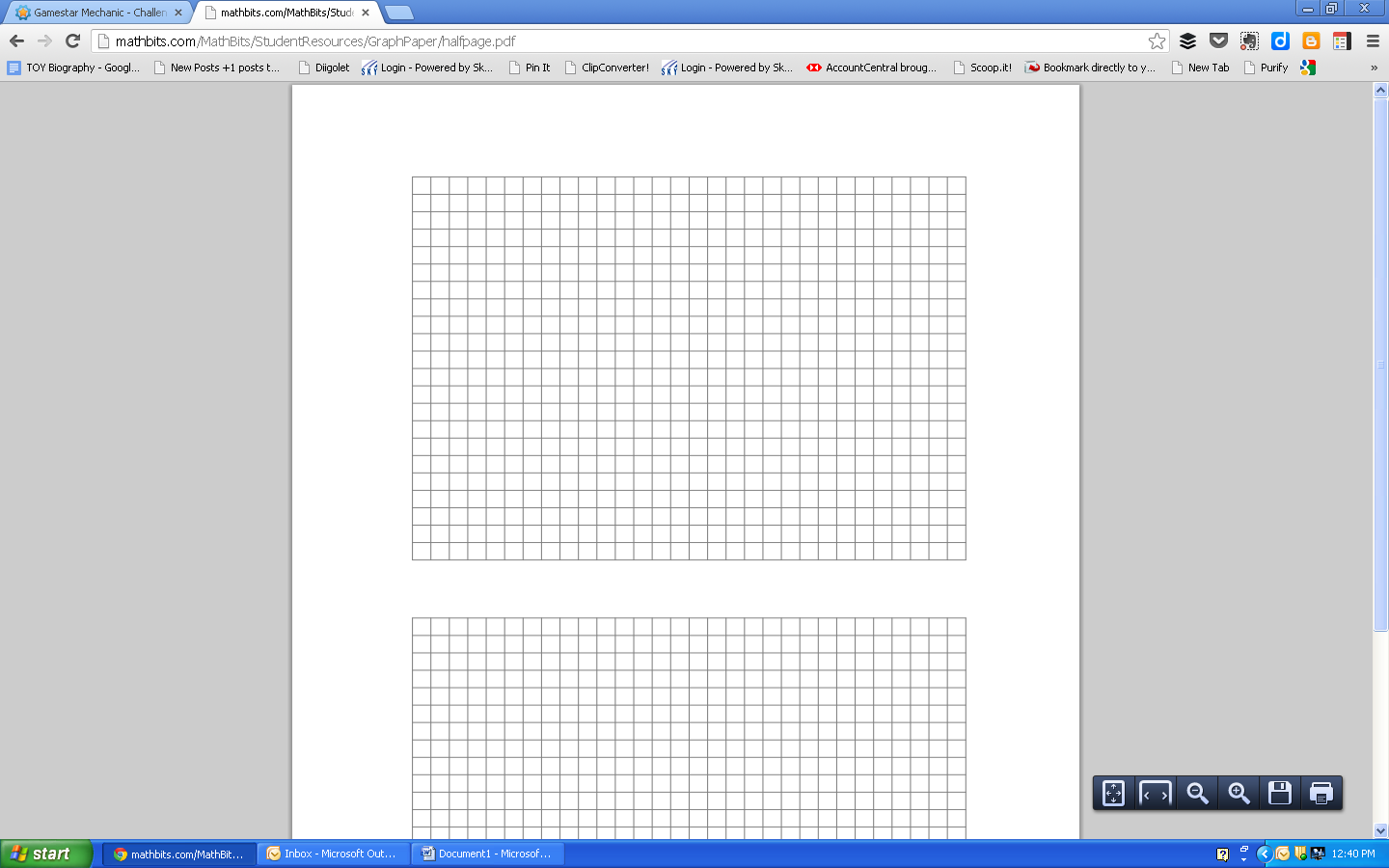
Community

Math

Literacy

**What is the story? Make clear and overt connections to the theme.**

**Game Designer Name:**



**Level Name**

**Level Intro Message** (Narrative used to help tell your story)

**Perspective:**

Top Down or Platformer

**Scrolling:**

Single Screen or Multiple Screen

* If Multiple Screen: Level Width \_\_\_\_\_\_ Level Height \_\_\_\_\_\_
* If Single Screen: Wrap Around On or Off

**Edge Bounding**

All Edges or Left/Right or Top/Bottom or Unbounded

**Background**

No Background or Quest Background or Custom Background (Custom must be your work)

**Background Style**

Tile or Stretch or Fill

**Background Scrolling**

None to Parallax to Locked

**Music**

No Music or Karakuri Shuffle or Factory Time or Peace or Naviron Safarie or League of Mechanics or Mechanical Drums

What is the narrative for this part of the story?

Please address the characters, the setting, the conflict what must be overcome and how

winning this level helps the gamer move forward and develop skills to overcome the

next level.